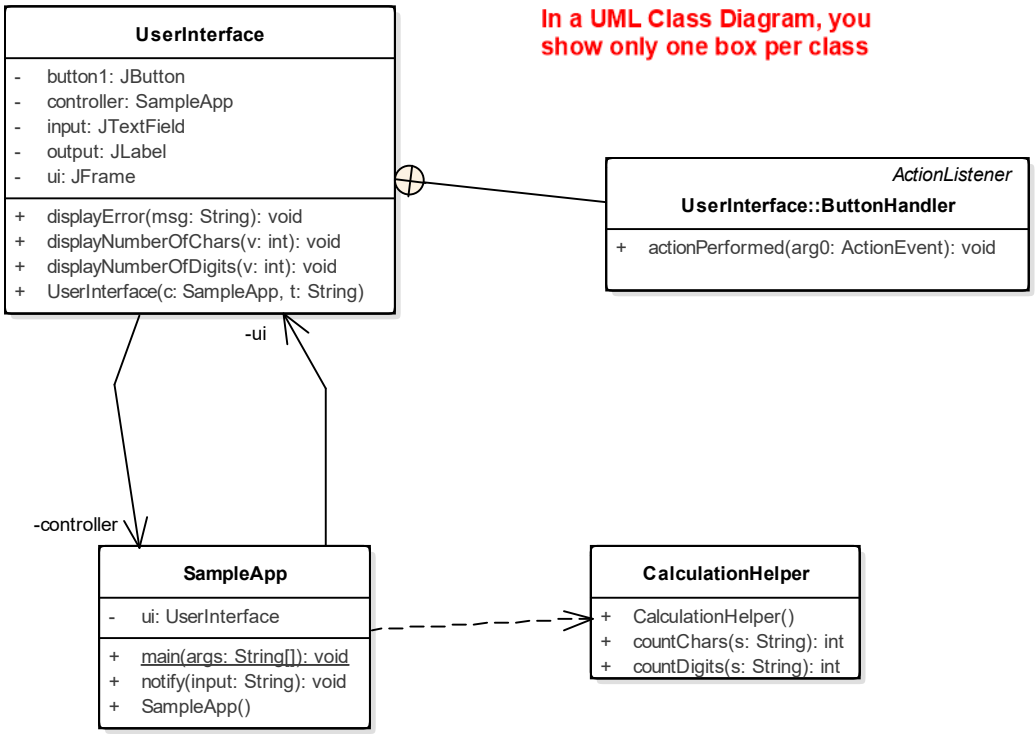
In a UML Class Diagram, you show only one box per class
UserInterface
- button1: JButton
- controller: SampleApp
- input: JTextField
- output: JLabel
- ui: JFrame
+ displayError(msg: String): void
+ displayNumberOfChars(v: int): void
+ displayNumberOfDigits(v: int): void
+ UserInterface(c: SampleApp, t: String)
ActionListener
UserInterface::ButtonHandler
+ actionPerformed(arg0: ActionEvent): void
-ui
-controller
SampleApp
- ui: UserInterface
+ main(args: String[]): void
+ notify(input: String): void
+ SampleApp()
CalculationHelper
+ CalculationHelper()
+ countChars(s: String): int
+ countDigits(s: String): int